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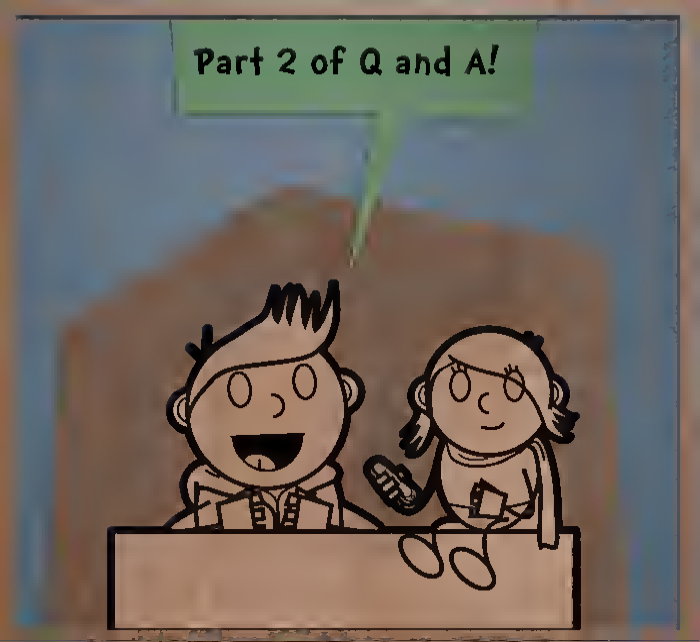

Part 2 of Q and A!

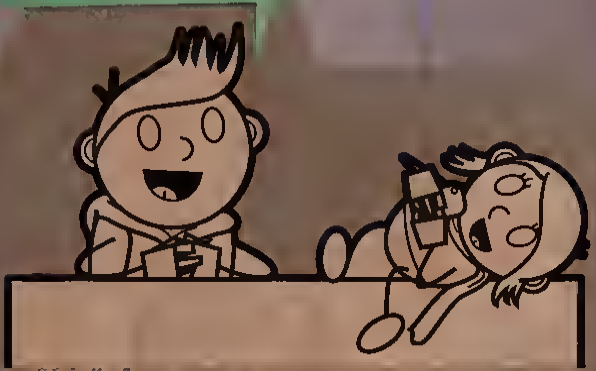
How do you do your comics? :O I mean the texture is so original

I make all of my comics in Photoshop and Illustrator. The texture idea come came from my experience making video games. I used to be a texture artist, which is someone who paints 3D models to look like wood, metal etc.. I just used my texture art experience and put it into my comics.

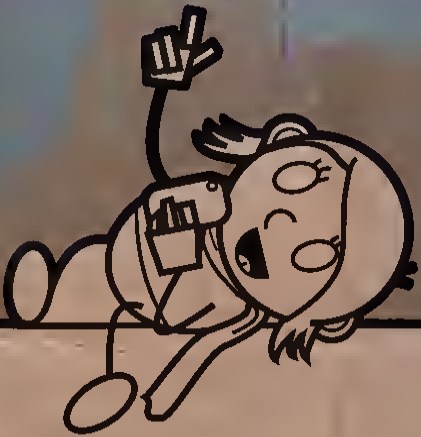
Why do hot dog sausages come in packages of 10 and hot dog buns come in packages of 8?!
Companies want to make money?

All time favorite food?

Mac and cheese.



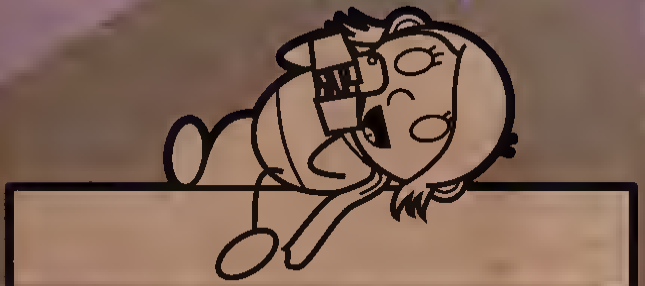
first. congratulations for the 100 epis your stories real ?



Thanks you! Most of the stories are not real, but the ones with my sister and grandma are generally the true stories.

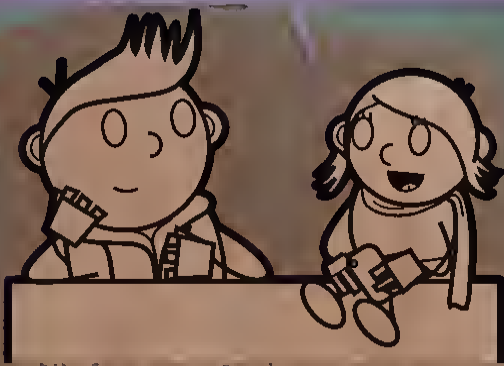
what in the Jesus paint huffing Christ did I just read? that's my question
A comic. Maybe even a good comic.

Can you draw a potato with a monocle and top hat riding a dog in this comic format. and or how do you come up with the ideas for the comics?

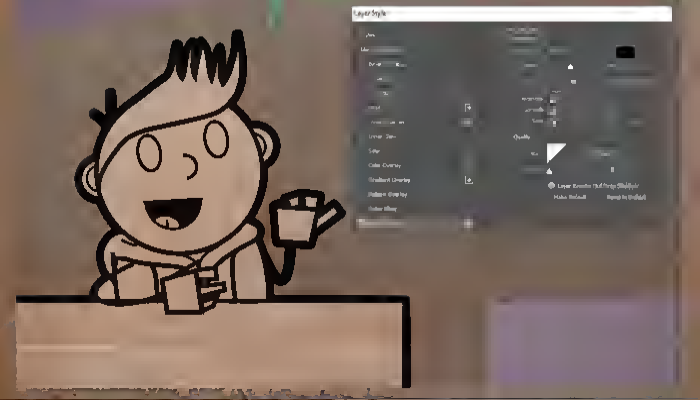


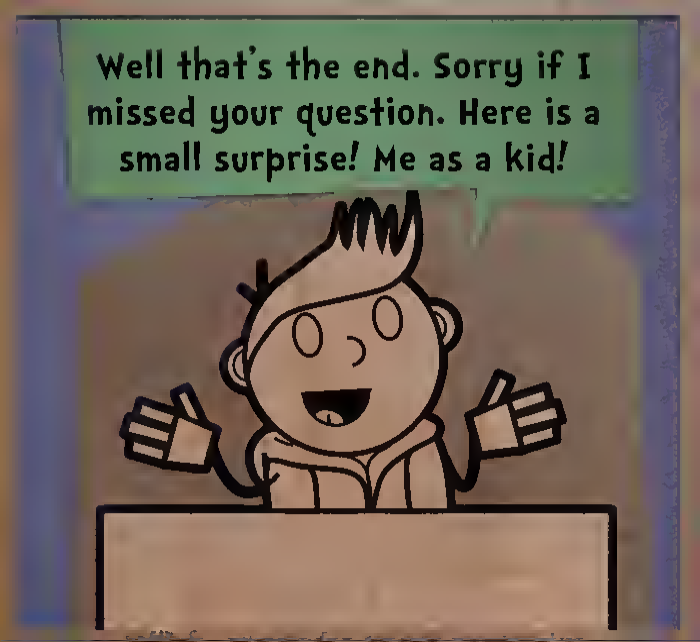
Most of the ideas I just kind of wait for my friends and family to do dumb stuff. They do a lot of dumb things.

"What the devil kind of process do you go through to make a comic have this kind of effect? Seriously, not knowing has been constantly eating away at me."



All of the effects are done in Photoshop using "Drop Shadow" and grabbing textures from the Internet. Nothing too complicated.




Well that's the end. Sorry if I missed your question. Here is a small surprise! Me as a kid!